



THE

**MORELLON
GAMBIT**

The MORELLON GAMBIT

OVERVIEW

The Morellon Gambit is a one-day two-round Horus Heresy campaign set on the planet Morellon. The Loyalists have launched a surprise assault on the traitor staging world of Morellon and are trying to destroy the armies and materiel accumulated there.

This event will be a laid back fairly straight forward affair, two 3000 point games which is a good opportunity to get out your big toys and throw down.

Games will have 3 hour timeslots, and an hour for lunch, so you've got plenty of time to get drinks, check out the other game systems being played at Winter Warfest etc.

So come down, bring your model collection and a bunch of different lists and have some drinks and play some games with us on July 14.

EOH CREW

**PLEASE NOTE THIS EVENT IS FULLY PAINTED ONLY! UNPAINTED
MINIATURES CAN NOT BE PLAYED!**

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DATE/TIME

The event is running as part of Winter Warfest and will be held at the Brookside Tavern on the 14 of July.

Timeline:

9am - 9:30 Army Parade/Show and Tell

9:30 – 12:30 Round 1 Loyalists Attacking

12:30 – 1:30 Lunch

1:30 – 4:30 Round 2 Traitors Attacking

4:30 – 5:00 Finishing up games/Voting

5:00 – Award Presentation/Drinks!

PRICE

The Morellon Gambit will be \$25. Payments should be made via PayPal to eyeofhoruspodcast@gmail.com

There is a hard cap of 20 players, first 20 players paid will be in!

ARMIES

Players are invited to bring any number of lists and models they like, and choose which one you'll use, in consultation with your opponent before the game. This is to alleviate any obvious mis-matches in lists and ensure a more level gaming experience.

Games will be 3000 points and you may choose from the following force organisation charts. Some of which (as below) may give special campaign bonuses at game setup:

Age of Darkness

Castellan

Onslaught

Armies may be selected from the following:

Legion Astartes

Mechanicum

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Solar Auxilia

Warp Cults & Imperial Militias

Talons of the Emperor

Blackshields

Shattered Legions

(Representing scratch companies of Astartes launching attacks or responding to invasion post-bombardment)

Armies of Dark Compliance

(Representing Traitor Security Forces on the planet Morellon)

Imperial Armour – Armoured Company

(Representing Imperial Army Armoured Forces. Please contact Tim from Eye of Horus if you're considering this option so we can confirm lists)

Questoris Knight Households

Skitarii

(Contact Tim from Eye of Horus if you're considering a Skitarii list so we can talk options. This would allow a force drawn from the Skitarii and Cult Mechanicus books, with Archmagos or Axiarch Warlord, representing forces sent specifically from Mars to take part in the invasion)

MISSIONS

Players will roll off on the MORELLON GAMBIT MISSION TABLE which is the front page of the Mission pack which will be available on the day. These are a combination of Age of Darkness and Shadow Wars missions, representing Assassinations, Sabotage, and all out Purges of the enemy.

During the first round of the event the Loyalists forces will ALL BE ATTACKING, during the second round of the event, Traitors will ALL BE (COUNTER)ATTACKING. Attacker and defender will be important at this event as it will not only allow you to gain campaign points if you style your army in theme with the campaign, but also you will gain certain benefits at deployment:

ATTACKER – If you use an Onslaught Force Org while attacking you immediately gain +5 Campaign Points for your Faction after Deployment. You will also be able to add or subtract 1 from the roll for Mission Type.

DEFENDER - If you use a Castellan Force Org while defending you immediately gain +5 campaign points for your Faction after Deployment. You will also be able to add or subtract 1 from the roll for Deployment Type.

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FORTIFICATIONS

Due to the campaign rewarding the Castellan Force Org, as well as the Fortifications listed in the HH Rulebook, the following extra fortifications will be available (these can be found either in Stronghold Assault or online, if you're after a specific rule page ask Tim from EOH) if you have a fortification not on this list ask Tim from EOH for more details:

Void Shield Generator

Plasma Obliterator

Promethium Pipelines

Munitorium Shipping Containers (Storm bolters count as combi bolters)

Tim from EOH has a bunch of Bastions, Aegis Lines, tank traps, and some other fortifications if you want to borrow some.

CAMPAIGN

Victory points from games as well as Campaign Points from other sources (See force org types above) will be compiled on a board to make it easy to see if the Loyalist invasion is on track or not.

In addition to the mission being played, each player will have a set of SECRET MISSIONS. At the end of game 2, we will gather so players can call out their SECRET MISSION POINTS, then we can calculate final scores and see who has won the day! Following this, presentation of awards will be made!)

AWARDS

Awards will be given as follows, scored in secret by all players.

Horus Heresy Kingshit – This will be for highest combined sportsmanship and army presentation

Cooldest Dude Loyalist – Highest Sportsmanship score for a Loyalist player

Cooldest Dude Traitors - Highest Sportsmanship score for a Traitor player

Players Choice Army Loyalist – Highest army presentation score for a Loyalist player

Players Choice Army Traitors – Highest army presentation score for a Traitor player